

WHAT IS CLAIMED IS:

Sub. B¹) 1. A wireless control unit for a video game system having a console,
comprising:

5 a controller having at least one user operable switch and wireless transmitter
circuitry for transmitting game information, including auto activate start information;
and

10 a console interface having wireless receiver circuitry for receiving the game
information, including the auto activate start information, from the controller and for
modifying the game information so that an activate signal is continuously sent from
the console interface to the console and at least one object in a game being played
with the video game system is continuously activated.

15 2. The wireless control unit according to claim 1, wherein the controller has
a housing with a control section, left and right side handles extending from the control
section and a center handle extending from the control section between the left and
right side handles.

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A1 3. The wireless control unit according to claim 1, wherein the controller
includes a sleep function such that when the at least one operational switch is
inactive for a predetermined period of time power to internal circuitry in the controller
is turned off.

4. The wireless control unit according to claim 1, wherein the controller transmits the game information at a predefined frequency.

5. The wireless control unit according to claim 1, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

Sub. B27 6. A wireless control unit for a video game system, comprising:
a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start information; and
10 a console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from the controller and for modifying the game information so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system
15 is continuously activated, and a connection port for receiving a memory cartridge for storing game information.

Sub A2 7. The wireless control unit according to claim 6, wherein the controller includes a sleep function such that when the at least one operational switch is

inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

8. The wireless control unit according to claim 6, wherein the controller has a housing with a control section, left and right side handles extending from the control section and a center handle extending from the control section between the left and right side handles.

9. The wireless control unit according to claim 6, wherein the controller transmits the game information at a predefined frequency.

10. The wireless control unit according to claim 6, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

11. A wireless control unit for a video game system comprising:
a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start information; and

at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from each of the plurality of controllers and for selectively modifying the game information from each

controller so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated.

12. The wireless control unit according to claim 11, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from at least one of the plurality of controllers.

Sub. B4 13. The wireless control unit according to claim 11, wherein the at least one console interface comprises a plurality of console interfaces and wherein one console interface corresponds to one of said plurality of controllers, and wherein each console interface includes wireless receiver circuitry for receiving the game information, including the auto activate start information, from the corresponding controller and for selectively modifying the game information so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system controlled by the corresponding controller is continuously activated.

Sub A3 14. The wireless control unit according to claim 11, wherein each controller includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

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15. A wireless control unit for a video game system comprising:

a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start information; and

5 at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from each of the plurality of controllers and for selectively modifying the game information from each controller so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the console and at least one
10 object in a game being played with the video game system is continuously activated, and at least one connection port to receive at least one memory cartridge for storing game information associated with a game being played with each controller.

16. The wireless control unit according to claim 15, wherein each controller

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15 includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

17. The wireless control unit according to claim 15, wherein each controller transmits the game information at different predefined frequencies, and the wireless receiver circuitry can be configured to receive each different frequency.

18. The wireless control unit according to claim 15, wherein the at least one console interface comprises a plurality of console interfaces and wherein one console interface corresponds to one of said plurality of controllers, and wherein each console interface includes wireless receiver circuitry for receiving the game information, including the auto activate start information, from the corresponding controller and for selectively modifying the game information so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system controlled by the corresponding controller is continuously activated, and a single connection port for receiving a memory cartridge for storing game information associated with a game being played with the corresponding controller.

19. The wireless control unit according to claim 15, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

155b.B6 > 20. A wireless control unit comprising:

a controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including auto activate start information, and wireless receiver circuitry for receiving controller information; and

a console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from the controller and for

modifying the game information so that an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to the controller.

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21. The wireless control unit according to claim ⁸~~20~~, wherein the console interface further comprises a connection port for receiving a memory cartridge for storing game information.

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22. The wireless control unit according to claim ⁸~~20~~, wherein the controller further comprises a connection port for receiving a peripheral device.

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23. The wireless control unit according to claim ¹⁰~~20~~, wherein the peripheral device comprises a memory cartridge for storing game information.

^B Sub. D⁶ > 24. The wireless control unit according to claim ²²~~20~~, wherein the peripheral device comprises a vibrating member responsive to the controller information.

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25. The wireless control unit according to claim 20, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

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26. The wireless control unit according to claim 20, wherein the controller includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

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27. A wireless control unit comprising:

a plurality of controllers each having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including auto activate start information, and wireless receiver circuitry for receiving controller information; and

at least one console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to at least one of the plurality of controllers.

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28. The wireless control unit according to claim 27, wherein the at least one console interface further comprises a connection port for receiving a memory cartridge for storing game information.

29. The wireless control unit according to claim 27, wherein at least one of the plurality of controllers further comprises a connection port for receiving a peripheral device.

30. The wireless control unit according to claim 29, wherein the peripheral device comprises a memory cartridge for storing game information.

31. The wireless control unit according to claim 29, wherein the peripheral device comprises a vibrating member responsive to the controller information.

32. The control unit according to claim 27, wherein the at least one console interface comprises a plurality of console interfaces and wherein each console interface corresponds to one of the plurality of controllers, and includes wireless receiver circuitry for receiving the game information from the corresponding controller, wireless transmitter circuitry for transmitting controller information to the corresponding controller, and a connection port for a memory cartridge which stores game information.

33. The wireless control unit according to claim 27, wherein each controller includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

34. The wireless control unit according to claim 27, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from at least one of the plurality of controllers.

35. A video game system comprising:

a game console;

a controller having at least one user operable switch and wireless transmitter circuitry for transmitting game information, including auto activate start information; and

a console interface connectable to the game console and having wireless receiver circuitry for receiving the game information, including the auto activate start information, from the controller and for modifying the game information so that an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated.

36. The video game system according to claim 35, wherein the controller

includes a sleep function that operates such that when the at least one operational switch is inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

37. The video game system according to claim 35, wherein the controller includes a plurality of user operable switches and a sleep function that operates such that when the plurality of operable switches are inactive for a predetermined period of time power to internal circuitry in the controller is turned off.

5 38. The video game system according to claim 30 further comprising:
a plurality of controllers each having at least one user operable switch and wireless transmitter circuitry for transmitting game information, wherein the wireless receiver circuitry in the console interface receives the game information from each of the plurality of controllers.

10 39. The video game system according to claim 38, wherein each of the plurality of controllers transmits the game information at different predefined frequencies, and the wireless receiver circuitry receives and processes each different frequency.

15 40. The video game system according to claim 35 further comprising a video output device connectable to the game console.

41. The wireless control unit according to claim 35, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

42. A video game system comprising:

a game console;

a controller having at least one user operable switch and wireless transmitter
circuitry for transmitting game information, including auto activate start information;
and

a console interface connectable to the game console and having wireless
receiver circuitry for receiving the game information, including the auto activate start
information, from the controller and for modifying the game information so that an
activate signal is continuously sent from the console interface to the console and at
least one object in a game being played with the video game system is continuously
activated, and a connection port for receiving a memory cartridge that stores game
information.

43. The video game system according to claim 42, wherein the controller
includes a plurality of user operable switches and a sleep function that operates such
that when the plurality of operable switches are inactive for a predetermined period of
time power to internal circuitry in the controller is turned off.

44. The video game system according to claim 42 further comprising:
a plurality of controllers each having at least one user operable switch and
wireless transmitter circuitry for transmitting game information, wherein the wireless

receiver circuitry in the console interface receives the game information from each of the plurality of controllers.

45. The video game system according to claim 44, wherein each of the plurality of controllers transmits the game information at different predefined frequencies, and the wireless receiver circuitry receives and processes each different frequency.

46. The video game system according to claim 42 further comprising a video output device connectable to the game console.

47. The wireless control unit according to claim 42, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the controller.

48. A video game system comprising:
a game console;
at least one controller having at least one user operable switch, wireless transmitter circuitry for transmitting game information, including auto activate start information, and wireless receiver circuitry for receiving controller information; and
a console interface having wireless receiver circuitry for receiving the game information, including the auto activate start information, from the controller and for

modifying the game information so that an activate signal is continuously sent from the console interface to the console and at least one object in a game being played with the video game system is continuously activated, and wireless transmitter circuitry for transmitting controller information to the controller.

5 49. The video game system according to claim 48, wherein the console interface further comprises a connection port for receiving a memory cartridge that stores game information.

10 50. The video game system according to claim 48 further comprising:
a plurality of controllers each having at least one user operable switch,
wireless transmitter circuitry for transmitting game information, including auto activate start information, and wireless receiver circuitry for receiving controller information;
and

15 a plurality of console interfaces and wherein one console interface corresponds to one of the plurality of controllers, and wherein each console interface includes
wireless receiver circuitry for receiving the game information, including the auto activate start information, from the corresponding controller and for selectively
modifying the game information so that when the auto activate start information is received an activate signal is continuously sent from the console interface to the
console and at least one object in a game being played with the video game system
20 controlled by the corresponding controller is continuously activated, and wireless

transmitter circuitry for transmitting controller information to the corresponding controller.

51. The video game system according to claim 50, wherein each of the plurality of console interfaces further comprises a connection port for receiving a memory cartridge that stores game information.

52. The video game system according to claim 48 further comprising a video output device connectable to the game console.

53. The wireless control unit according to claim 48, wherein the at least one object comprises a weapon and the weapon continuously fires when the auto activate start information is transmitted from the at least one controller.

54. The wireless control unit according to claim 48, wherein the at least one controller includes a sleep function that operates such that when the at least one user operable switch is inactive for a predetermined period of time, power to internal circuitry in the controller is turned off.

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